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AMENDMENTS TO THE CLAIMS

1. (Currently amended) A gaming cloth comprising a cloth <u>having a base color</u> with a playing surface having a design printed thereon; ~~characterised~~ <u>characterized</u> in that at least 30% of the area of the playing surface is printed with a camouflage design as defined by the function $\Delta E_2 < k \Delta E_1$, where ΔE_1 is a measure of the complexity of the design ~~as~~ defined <u>as</u> ~~herein~~,

$$\Delta E_1 = \sqrt{(L_1^* - L_2^*)^2 + (a_1^* - a_2^*)^2 + (b_1^* - b_2^*)^2}$$

<u>wherein L_1^*, a_1^*, and a_2^* are color coordinates of a first point and L_2^*, a_2^*, and b_2^* are color coordinates of a second point within a 2 inch by 2 inch grid square on the gaming cloth, and</u> ΔE_2 is a measure of the ~~colour~~ <u>color</u> contrast of the design with respect to the base ~~colour~~ <u>color</u> of the cloth ~~as~~ defined <u>as</u> ~~herein~~,

$$\Delta E_2 = \sqrt{(L_3^* - L_4^*)^2 + (a_3^* - a_4^*)^2 + (b_3^* - b_4^*)^2}$$

<u>wherein L_3^*, a_3^*, and a_3^* are color coordinates of the base color and L_4^*, a_4^*, and b_4^* are color coordinates of a point within a 2 inch by 2 inch grid square on the gaming cloth that matches the base color most closely,</u> and k is a constant with a value in the range 0 to 5.

2. (Currently amended) [[A]] <u>The</u> gaming cloth according to claim 1, wherein the constant k has a value in the range 0 to 3 ~~and preferably 0 to 2~~.

3. (Currently amended) [[A]] <u>The</u> gaming cloth according to claim 1 ~~or claim 2~~, wherein the camouflage design is further defined by a ~~colour~~ <u>color</u> complexity value ΔE_1 of 15 or more~~, preferably 20 or more~~.

4. (Currently amended) [[A]] <u>The</u> gaming cloth according to ~~any preceding~~ claim <u>1</u>, wherein a camouflage design is printed on at least 60%~~, and preferably at least 80%,~~ of the area of the playing surface.

5. (Currently amended) [[A]] <u>The</u> gaming cloth according to ~~any preceding~~ claim <u>1</u>, wherein a camouflage design is printed on all high wear areas of the playing surface.

6. (Currently amended) [[A]] <u>The</u> gaming cloth according to ~~any preceding~~ claim <u>1</u>, wherein the cloth is a wool or wool blend fabric, containing at least 60%~~, preferably~~

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~~at least 70%, and more preferably at least 90% wool~~.

7. (Currently amended) [[A]] <u>The</u> gaming cloth according to ~~any preceding~~ claim <u>1</u>, wherein the cloth is a woven felted fabric.

8. (Currently amended) [[A]] <u>The</u> gaming cloth according to ~~any one of~~ claim[[s]] I ~~to 6~~, wherein the cloth is a non-woven felted fabric.

9. (Currently amended) [[A]] <u>The</u> gaming cloth according to ~~any one of~~ claim[[s]] I ~~to 6~~, wherein the cloth is a worsted fabric.

10. (Currently amended) [[A]] <u>The</u> gaming cloth according to ~~any preceding~~ claim <u>1</u>, wherein the cloth is printed with dyes or inks applied to the surface of the base cloth.

11. (Currently amended) [[A]] <u>The</u> gaming cloth according to ~~any preceding~~ claim <u>1</u>, wherein the cloth is printed with a ~~colouring~~ <u>coloring</u> agent selected from a group containing reactive dyes, acid dyes, pigments and mixtures thereof.

12. (Currently amended) [[A]] <u>The</u> gaming cloth according to claim 11, wherein the cloth is printed with acid dyes.

13. (Currently amended) [[A]] <u>The</u> gaming cloth according to ~~any preceding~~ claim <u>10</u>, wherein the cloth is printed by inkjet printing.

14. (Currently amended) A gaming table having a gaming cloth as defined by ~~any one of the preceding~~ claim[[s]] <u>1</u>.

15. (Currently amended) A method of printing a gaming cloth comprising a base cloth <u>having a base color</u> with a playing surface; ~~characterised~~ <u>characterized</u> in that at least 30% of the area of the playing surface is printed with a camouflage design as defined by the function $\Delta E_2 < k \Delta E_1$, where ΔE_1 is a measure of the complexity of the design as defined <u>as</u> ~~herein~~.

$$\Delta E_1 = \sqrt{(L_1^* - L_2^*)^2 + (a_1^* - a_2^*)^2 + (b_1^* - b_2^*)^2}$$

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wherein L_1^*, a_1^*, and a_2^* are color coordinates of a first point and L_2^*, a_2^*, and b_2^* are color coordinates of a second point within a 2 inch by 2 inch grid square on the gaming cloth, and ΔE_2 is a measure of the ~~colour~~ color contrast of the design with respect to the base ~~colour~~ color of the cloth ~~as~~ defined as ~~herein~~,

$$\Delta E_2 = \sqrt{(L_3^* - l_4^*)^2 + (a_3^* - a_4^*)^2 + (b_3^* - b_4^*)^2}$$

wherein L_3^*, a_3^*, and a_3^* are color coordinates of the base color and L_4^*, a_4^*, and b_4^* are color coordinates of a point within a 2 inch by 2 inch grid square on the gaming cloth that matches the base color most closely, and k is a constant with a value in the range 0 to 5.

16. (Currently amended) [[A]] The method according to claim 15, wherein the constant k has a value in the range 0 to 3 ~~and preferably 0 to 2~~.

17. (Currently amended) [[A]] The method according to claim 15 or claim 16, wherein the camouflage design is further defined by a ~~colour~~ color complexity value ΔE_1 of greater than 15 ~~or more, preferably 20 or more~~.

18. (Currently amended) [[A]] The method according to any one of claims 15 to 17, wherein a camouflage design is printed on at least 60%, ~~and preferably at least 90%, of the area of the playing surface~~.

19. (Currently amended) [[A]] The method according to ~~any one of~~ claim[[s]] 15 ~~to 18~~, wherein a camouflage design is printed on all high wear areas of the playing surface.

20. (Currently amended) [[A]] The method according to ~~any one of~~ claim[[s]] 15 ~~to 19~~, wherein the cloth is a wool or wool blend fabric, containing at least 60%, ~~preferably at least 70%, and more preferably at least 90% wool~~.

21. (Currently amended) [[A]] The method according to ~~any one of~~ claim[[s]] 15 ~~to 20~~, wherein the cloth is a woven felted fabric.

22. (Currently amended) [[A]] The method according to ~~any one of~~ claim[[s]] 15 ~~to 20~~, wherein the cloth is a non-woven felted fabric.

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23. (Currently amended) [[A]] The method according to ~~any one of~~ claim[[s]] 15 ~~to 20~~, wherein the cloth is a worsted fabric.

24. (Currently amended) [[A]] The method according to ~~any one of~~ claim[[s]] 15 ~~to 23~~, wherein the cloth is printed with dyes or inks applied to the surface of the base cloth.

25. (Currently amended) [[A]] The method according to ~~any one of~~ claim[[s]] 15 ~~to 24~~, wherein the cloth is printed with a ~~colouring~~ coloring agent selected from a group containing reactive dyes, acid dyes, pigments and mixtures thereof.

26. (Currently amended) [[A]] The method according to claim 25, wherein the cloth is printed with acid dyes.

27. (Currently amended) [[A]] The method according to ~~any one of~~ claim[[s]] 24 ~~15 to 26~~, wherein the cloth is printed by inkjet printing.

28. (Currently amended) The method according to claim 15, wherein ~~A gaming cloth printing method designing~~ the camouflage design ~~pattern to be~~ is applied such that there are substantially no areas of plain ~~colour~~ color more than ~~150mm~~ 50mm diameter in substantially all locations on the cloth ~~table which~~ sustain high levels of damage ~~as hereinbefore defined~~.

29. (Currently amended) [[A]] The method according to claim 28, in which at least two further ~~colours~~ colors are found within a 10mm radius of substantially any spot of a ~~colour~~ color in substantially all areas of the cloth in locations that suffer from high levels of damage ~~as hereinbefore defined~~.

30. (Currently amended) [[A]] The method according to claim 28, ~~or claim 29~~ wherein at least one further shade of a ~~colour~~ color is found within a 10mm radius of substantially any spot of ~~colour~~ color in substantially all areas of the cloth in locations that suffer from damage to a low extent ~~as hereinbefore defined~~.

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DISCUSSION

The amendments to claims 1 and 15 have support in the specification on page 3, lines 7-21. Support for the amendment to claim 28 can be found on page 5, lines 9-10. The remaining amendments are to delete multiple dependencies, correct spelling, and correct antecedent basis.

In view of the foregoing, the application is considered in proper form for allowance, and the Examiner is respectfully requested to pass this application to issue. If, in the opinion of the Examiner, a telephone interview would expedite prosecution of the instant application, the Examiner is invited to call the undersigned.

Respectfully submitted,

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Date: August 2, 2006

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